

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	((java adj bean\$1) java\$bean\$1) and @ad<="20000505" same (mobile wireless pda)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/12/01 12:52
L2	0	((java adj bean\$1) java\$bean\$1) and @ad<="20000505" same (proxy gateway)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/12/01 12:52
L3	23	((java adj bean\$1) java\$bean\$1) same (mobile wireless pda)	USPAT; IBM_TDB	OR	OFF	2004/12/01 15:10
L4	23	((java adj bean\$1) java\$bean\$1 javabean\$1) same (mobile wireless pda)	USPAT; IBM_TDB	OR	OFF	2004/12/01 15:38
L5	119	((java adj bean\$1) java\$bean\$1 javabean\$1) same (mobile wireless pda)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/12/01 15:11
L6	15	5 and @ad<="20000505"	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/12/01 15:11
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L8	79	((java adj bean\$1) java\$bean\$1 javabean\$1) with method and bean\$1	USPAT; IBM_TDB	OR	OFF	2004/12/01 15:40
L9	8	((java adj bean\$1) java\$bean\$1 javabean\$1) with method and bean\$1 and pda	USPAT; IBM_TDB	OR	OFF	2004/12/01 17:25
L10	0	((java adj bean\$1) java\$bean\$1 javabean\$1) with method and bean\$1 and pda and beahvior and inherit	USPAT; IBM_TDB	OR	OFF	2004/12/01 15:40
L11	0	((java adj bean\$1) java\$bean\$1 javabean\$1) with method and bean\$1 and pda and beahvior and button\$1	USPAT; IBM_TDB	OR	OFF	2004/12/01 15:40
L12	0	"59996086"	USPAT; IBM_TDB	OR	OFF	2004/12/01 17:26
S1	148	(transcod\$3).ti.	USPAT	OR	OFF	2004/11/29 14:33
S2	16	("5764916" "5835712" "5905486" "6012098" "6125391" "6167441" "6212640" "6226675" "6300947" "6412009" "6473609" "6477565" "6480860" "6535896" "6589291" "6724403").PN.	USPAT	OR	OFF	2004/11/23 22:59
S3	164	S1 S2	USPAT	OR	OFF	2004/11/23 22:59
S4	14	S3 and xml and wireless	USPAT	OR	OFF	2004/11/23 23:04
S5	0	S3 and xml and wireless and graphical and (state with machine)	USPAT	OR	OFF	2004/11/23 23:01

S6	2	S3 and(state with machine)	USPAT	OR	OFF	2004/11/23 23:01
S7	2	S3 and (state with machine)	USPAT	OR	OFF	2004/11/23 23:01
S8	8	S3 and xml and wireless and state\$1	USPAT	OR	OFF	2004/11/23 23:05
S9	1	S3 and xml and wireless and state\$1 and bean\$1	USPAT	OR	OFF	2004/11/23 23:05
S10	4	S3 and xml and wireless and state\$1 and java	USPAT	OR	OFF	2004/11/23 23:05
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S12	17	(state near machine) and bean\$1 and wireless	USPAT	OR	OFF	2004/11/29 14:35
S13	6	(state near machine) and (java near bean\$1) and wireless	USPAT	OR	OFF	2004/11/29 14:38
S14	616	((java adj bean\$1) java\$bean\$1)	USPAT	OR	OFF	2004/11/30 20:18
S15	2325	((java adj bean\$1) java\$bean\$1)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 18:32
S16	118	S15 and (state near machine)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 14:45
S17	4	S15 and (state near machine) and prompt and list and button and radio	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 14:53
S18	1	S15 and (state near machine) and prompt and list and button and radio and wireless	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 14:49
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S20	23	((java adj bean\$1) java\$bean\$1) and button\$1 and (list\$of\$value\$1 list near2 value\$1) and prompt and attribute\$1	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 16:43
S21	1	((java adj bean\$1) java\$bean\$1) and button\$1 and (list\$of\$value\$1 list near2 value\$1) and prompt and attribute\$1 and state near machine	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 16:43
S22	57	(state adj machine ) with librar\$5	USPAT	OR	OFF	2004/11/29 16:45
S23	0	(state adj machine ) with librar\$5 and mobile	USPAT	OR	OFF	2004/11/29 16:45
S24	3	(state adj machine ) with librar\$5 and wireless	USPAT	OR	OFF	2004/11/29 18:17

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S29	0	S28 and java near bean\$1 and (state near machine)	USPAT	OR	OFF	2004/11/29 18:23
S30	10	S28 and java near bean\$1	USPAT	OR	OFF	2004/11/29 18:24
S31	0	S30 and ((state near machine) (event near driven))	USPAT	OR	OFF	2004/11/29 18:24
S32	7	S28 and java near bean\$1 and state	USPAT	OR	OFF	2004/11/29 18:24
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S35	6	((state near machine)with Message\$1) and (mobile wireless) and transco\$3 and @ad<="20000505"	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 18:29
S36	6	((state near machine) with Message\$1) and (mobile wireless) and transco\$3 and @ad<="20000505"	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 18:27
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S38	1	((state near2 machine) (event near2 driven) with Message\$1) and (mobile wireless) and transco\$3 and @ad<="20000505" and xml	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 18:33
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S40	28	((java adj bean\$1) java\$bean\$1) and @ad<="20000505" and (state near2 machine)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 18:34
S41	8	((java adj bean\$1) java\$bean\$1) and @ad<="20000505" and (state near2 machine) and (mobile and wireless)	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/29 19:53
S42	10	"6119129"	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/30 12:09
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S45	5	(state adj machine with event with invoc\$3)and java	US-PGPUB; USPAT; IBM_TDB	OR	OFF	2004/11/30 13:07
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S49	9	((java adj bean\$1) java\$bean\$1) and lov and attribute\$1 and list and class and behavior	US-PGPUB; USPAT	OR	OFF	2004/11/30 20:45
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S51	0	((java adj bean\$1) java\$bean\$1) and lov and attribute\$1 and list and class and behavior and state and event and method and attribute and (state near machine)	US-PGPUB; USPAT	OR	OFF	2004/11/30 20:46
S52	24845	709/202 709/203 707/10 707/104. 1 705/50 716/1 455/414 701/13	US-PGPUB; USPAT	OR	OFF	2004/11/30 21:24
S53	2	S52 and (state adj machine with event with invoc\$3)	US-PGPUB; USPAT	OR	OFF	2004/11/30 21:25



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Relevance scale ☐ ☐ ☐ ☐ ☐**21** Coyote: a system for constructing fine-grain configurable communication services

Nina T. Bhatti, Matti A. Hiltunen, Richard D. Schlichting, Wanda Chiu

November 1998 **ACM Transactions on Computer Systems (TOCS)**, Volume 16 Issue 4Full text available: [pdf\(290.21 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Communication-oriented abstractions such as atomic multicast, group RPC, and protocols for location-independent mobile computing can simplify the development of complex applications built on distributed systems. This article describes Coyote, a system that supports the construction of highly modular and configurable versions of such abstractions. Coyote extends the notion of protocol objects and hierarchical composition found in existing systems with support for finer-grain microprotocol ob ...

**Keywords:** x-kernal, configurable sevicees, customization, event handlers, event-driven execution, membership, microprotocols, mobile computing, modularity, multicast, protocols, remote procedure call

**22** Multi-platform interfaces: Graceful degradation of user interfaces as a design method for multiplatform systems

Murielle Florins, Jean Vanderdonckt

January 2004 **Proceedings of the 9th international conference on Intelligent user interface**Full text available: [pdf\(649.54 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper introduces and describes the notion of graceful degradation as a method for supporting the design of user interfaces for multiplatform systems when the capabilities of each platform are very different. The approach is based on a set of transformational rules applied to a single user interface designed for the less constraint platform. A major concern of the graceful degradation approach is to guarantee a maximal continuity between the platform specific versions of the user interface. ...

**Keywords:** continuity, design, graceful degradation, multiplatform systems, multiple computing platforms

**23**A comparative usability evaluation of user interfaces for online product catalog

Ewa Callahan, Jürgen Koenemann

October 2000 **Proceedings of the 2nd ACM conference on Electronic commerce**


Full text available:  pdf(575.85 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** e-commerce, electronic catalogs, human-computer, interaction, usability evaluation, user interfaces

24 Quiet calls: talking silently on mobile phones

Les Nelson, Sara Bly, Tomas Sokoler

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  pdf(492.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Quiet Calls is a technology allowing mobile telephone users to respond to telephone conversations without talking aloud. QC-Hold, a Quiet Calls prototype, combines three buttons for responding to calls with a PDA/mobile phone unit to silently send pre-recorded audio directly into the phone. This permits a mixed-mode communication where callers in public settings use a quiet means of communication, and other callers experience a voice telephone call. An evaluation of QC-Hold shows that it is ...

**Keywords:** computer mediated communication, hand-held devices, interaction design, mobile computing, telecommunication

25 Nomadic radio: speech and audio interaction for contextual messaging in nomadic environments

Nitin Sawhney, Chris Schmandt

September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3

Full text available:  pdf(646.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mobile workers need seamless access to communication and information services while on the move. However, current solutions overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the interaction techniques developed for Nomadic Radio, a wearable computing platform for managing voice and text-based messages in a nomadic environment. Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, speech synthesis, nonspeech audio ...

**Keywords:** adaptive interfaces, contextual interfaces, interruptions, nonspeech audio, notifications, passive awareness, spatial listening, speech interaction, wearable computing

26 User-centered interdisciplinary design of wearable computers

Asim Smailagic, Dan Siewiorek

July 1999 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 3 Issue 3

Full text available:  pdf(2.36 MB) Additional Information: [full citation](#), [index terms](#)

27 Pens & sketching: CrossY: a crossing-based drawing application

Georg Apitz, François Guimbretière

October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.64 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We introduce CrossY, a simple drawing application developed as a benchmark to demonstrate the feasibility of goal crossing as the basis for a graphical user interface. We show that crossing is not only as expressive as the current point-and-click interface, but also offers more flexibility in interaction design. In particular, crossing encourages the fluid composition of commands which supports the development of more fluid interfaces. While crossing was previously identified as a potential s ...

**Keywords:** command composition, crossing based interfaces, fluid interaction, pen-computing

28 Session 4: Context awareness for group interaction support

Alois Ferscha, Clemens Holzmann, Stefan Oppl

October 2004 **Proceedings of the second international workshop on Mobility management & wireless access protocols**

Full text available:  pdf(363.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present an implemented system for supporting group interaction in mobile distributed computing environments. First, an introduction to context computing and a motivation for using contextual information to facilitate group interaction is given. We then present the architecture of our system, which consists of two parts: a subsystem for location sensing that acquires information about the location of users as well as spatial proximities between them, and one for the actual conte ...

**Keywords:** context awareness, group interaction, location sensing, sensor fusion

29 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

30 Mobile wireless network system simulation

Joel Short, Rajive Bagrodia, Leonard Kleinrock

December 1995 **Proceedings of the 1st annual international conference on Mobile computing and networking**

Full text available:  pdf(1.63 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

31 DRM experience: Digital rights management in a 3G mobile phone and beyond

Thomas S. Messerges, Ezzat A. Dabbish

October 2003 **Proceedings of the 2003 ACM workshop on Digital rights management**

Full text available:  pdf(395.59 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we examine how copyright protection of digital items can be securely managed in a 3G mobile phone and other devices. First, the basic concepts, strategies, and requirements for digital rights management are reviewed. Next, a framework for protecting digital content in the embedded environment of a mobile phone is proposed and the elements in this system are defined. The means to enforce security in this system are described and a novel "Family Domain" approach to content management ...

**Keywords:** MPEG-21, copyright protection, cryptography, digital content, digital rights management, embedded system, key management, mobile phone, open mobile alliance, security

**32** Implementing incremental code migration with XML

Wolfgang Emmerich, Cecilia Mascolo, Anthony Finkelstein

June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available:  pdf(124.85 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We demonstrate how XML and related technologies can be used for code mobility at any granularity, thus overcoming the restrictions of existing approaches. By not fixing a particular granularity for mobile code, we enable complete programs as well as individual lines of code to be sent across the network. We define the concept of incremental code mobility as the ability to migrate and add, remove, or replace code fragments (i.e., increments) in a remote program. The combination of fine-grain ...

**Keywords:** XML technologies, incremental code migration

**33** Contextual prototyping of user interfaces

Chris Stary

August 2000 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Full text available:  pdf(504.98 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Contextual development differs from traditional user interface development in several ways: It focuses on the context of usage and the user population rather than on the technical features required for interaction. However, the latter come into play when transforming context specifications into user-interface code. Contextual development also considers design to be a non-linear process based on activities (re)engineering work processes rather than performing traditional software-engineering ...

**Keywords:** contextual design, customization, interactive work design, lifecycle management, model-based development, object-oriented modeling, prototyping, seamless development, tools, usability engineering, user-centered system design

**34** Practitioners report: The parks PDA: a handheld device for theme park guests in squeak

Yoshiki Ohshima, John Maloney, Andy Ogden

October 2003 **Companion of the 18th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**

Full text available:  pdf(488.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Parks PDA is a lightweight, handheld device for theme park guests that functions as a combination guidebook, map, and digital camera. Together with a small team of artists and designers, we created a prototype Parks PDA and content for a three hour guest experience, including a camera interface, a hyper-linked guide book, three games, an animal spotters guide, a cross-referenced map, animated movies with lip-synched sound, a ride reservation system, and more. Over 800 visitors to Disney's An ...

**Keywords:** PDA, development environment, end-user software, handheld device, multimedia data management, rapid software development



terms


Many object-oriented toolkits and frameworks for groupware development provide shared objects as a basic service. This relieves developers of a lot of problems originating from the field of distributed systems. However, there is little support on how to use shared objects to actually build collaborative applications. In this paper we propose an object-oriented model for applications using shared objects. The model is discussed with respect to object-oriented reusability aspects and its appl ...

**Keywords:** groupware frameworks, object-oriented groupware design, shared objects, synchronous groupware

**40** Portable serialization of CORBA objects: a reflective approach

Marc-Olivier Killijian, Juan-Carlos Ruiz, Jean-Charles Fabre

November 2002 **ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 37 Issue 11

Full text available:  pdf(576.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The objective of this work is to define, implement and illustrate a portable serialization technique for CORBA objects. We propose an approach based on reflection: through open compilers facilities the internal state of CORBA objects is obtained and transformed into a language independent format using CORBA mechanisms. This state can be restored and used by objects developed using different languages and running on different software platforms. A tool was developed and applied to a Chat applicat ...

**Keywords:** CORBA, open compilers, portability, reflection, serialization

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**35** Making computers disappear: appliance data services


Andrew C. Huang, Benjamin C. Ling, John Barton, Armando Fox

July 2001 **Proceedings of the 7th annual international conference on Mobile computing and networking**Full text available:  [pdf\(691.57 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Digital appliances designed to simplify everyday tasks are readily available to end consumers. For example, mobile users can retrieve Web content using handheld devices since content retrieval is well-supported by infrastructure services such as transformational proxies. However, the same type of support is lacking for input-centric devices, those that create content and allow users to share content. This lack of infrastructural support makes input-centric devices hard to use and less useful. ...

**36** Migratory applications


Krishna A. Bharat, Luca Cardelli

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**Full text available:  [pdf\(1.19 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** application checkpointing, application migration, collaborative work, interactive agents, mobile computing, safety, ubiquitous computing

**37** CyberDesk: a framework for providing self-integrating context-aware services

Anind K. Dey, Gregory D. Abowd, Andrew Wood

January 1997 **Proceedings of the 3rd international conference on Intelligent user interfaces**Full text available:  [pdf\(1.17 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** automated software integration, context-aware computing, dynamic mediation, ubiquitous computing

**38** The Design and Implementation of a Mobile Learning Resource


Mike Sharples, Dan Corlett, Oliver Westmancott

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3Full text available:  [pdf\(384.39 KB\)](#)Additional Information: [full citation](#), [abstract](#), [index terms](#)

The convergence of mobile communications and handheld computers offers the opportunity to develop technology that will assist individuals and groups to learn anytime, anywhere. We describe the theory-informed design, implementation and evaluation of a handheld learning device. It is intended to support children to capture everyday events such as images, notes and sounds, to relate them to web-based learning resources, to organise these into a visual knowledge map, and to share them with other le ...

**39** Modeling collaboration using shared objects

Christian Schuckmann, Jan Schümmer, Peter Seitz

November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work**Full text available:  [pdf\(1.39 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)